



## **PLAYER CODE OF CONDUCT**

### **No Individual Shall:**

- ♦ At any time lay a hand upon, shove, strike or threaten an official, site supervisor, or individual.
- ♦ Be guilty of objectionable demonstration by throwing gloves, balls, bats - or any other forceful actions.
- ♦ Be guilty of using unnecessary rough tactics in the play of the game.
- ♦ Be guilty of an abusive verbal attack upon any official or individual on or off the field of play.
- ♦ Use profane, obscene or vulgar language in any manner at any time on or off the playing field/court.
- ♦ Appear on the field in an intoxicated condition or under the influence of any type of drug that will infringe on the players safety or the safety of others.
- ♦ Drink alcoholic beverages during a scheduled game.
- ♦ Be guilty of any demonstration of unsportsmanlike conduct.

**ZERO TOLERANCE WILL BE EXERCISED!**

# *Adult Softball League Handbook Spring 2014*



Games will be played at Sundance Park located at  
22865 W. Lower Buckeye Rd. Buckeye, Az. 85326

**623-349-6350**

**[www.buckeyeaz.gov/sports](http://www.buckeyeaz.gov/sports)**

This program is a **FUN** recreational league organized to provide you and your teammates with opportunities to pursue your health, fitness, and competitive goals. Your suggestions and recommendations are always welcome and help us to improve this program.

**Questions/concerns: Recreation Supervisor Jessica Thompson (623) 349-6613 / (623) 349-6350 or (623) 694-1910 / jthompson@buckeyeaz.gov**

### **REGISTRATION**

Registration is accepted on a first come, first serve basis. The City of Buckeye accepts team registrations only. Registration forms must be filled out completely with payment in order to register.

**RESIDENT TEAM QUALIFICATIONS:** 60% of roster must be Buckeye residents. Proof of residency at time of registration. (Example: Driver's License, utility bill, etc.) Resident teams must keep resident status throughout the season.

**RETURNING TEAM QUALIFICATIONS:** Teams that played in the previous season and retain 80% of their roster.

*Manager accounts must be paid up to date to play.*

### **RULES**

All league rules are governed and interpreted by the Recreation Staff, Site Supervisors and/or game officials, using City of Buckeye League Rules and Official ASA Slow Pitch Rules as guidelines. General rules of play not outlined here, can be found in the current ASA Guide and Playing Rules. The City of Buckeye reserves the right to change any rule or regulation whenever due cause warrants such as ASA pertinent rule change, safety issues, facility standards, benefit to program, etc. If a change is made all team managers will be notified.

- After a pitch to the current batter, that batter is called out and there is no penalty to the previous batter for using the illegal or altered bat.

Site Supervisors and umpires have the final decision to pull a bat from play/league if they have suspicion about a bat being altered.

### **TOBACCO / ALCOHOL / MUSIC**

- Smoking is not permitted in the dugouts or on the field of play.
- The consumption of alcoholic beverages is strictly prohibited and violates City Code. If players or spectators are found guilty of drinking during the game in the dugout or in the stands, the police will be called. Game play is in the discretion of the umpire and site supervisor. **NO QUESTIONS!**
- No music will be played in the dugouts, on the field or in the stands. Players are not allowed to wear headsets/head phones while playing the game, this includes all electronic devices.

## **SOFTBALL BATS**

No tampered or altered bats allowed. All bats must not exceed the 1.20 (BPF) Bat Performance Factor. All bats must meet the requirements in the A.S.A. Official Rules of Softball, A.S.A. Code-Umpire Manual, Rule 3 Section 1, the official bat. Only those bats, which are included on the 2004 ASA Certified Bat list ([www.asasoftball.com](http://www.asasoftball.com)) will be allowed for use in the City of Buckeye Adult Softball League play. Penalty for use of any bat not meeting these requirements will range from suspension, ejection, and/or banishment from the league. Any use of an altered bat by a player will result in automatic ejection from the game and/or league with the player's team forfeiting that game. The Site Supervisor and Umpire have the authority to eject/ban any suspicious bat from league play. The umpire's decision on legal and illegal bats is final. ASA will govern the restrictions of bats and equipment. All bats must be ASA approved and must bear an ASA approved certification mark. When a batter uses an illegal or altered bat and reaches base safely, and the next batter steps into the batter's box with the same bat, the following penalty is in effect;

- If noticed before a pitch is thrown to the batter
  - \* The umpire should call the bat illegal and let the batter and manager know the bat is to be ***removed permanently from the league.*** Batter can still bat choosing a legal bat.
  - \* The umpire should call the batter who used the bat and is now on base out.
  - \* If the bat is altered, the player is ejected from the game. The bat is removed from the game, runners put out prior to discovering this infraction remain out, and runners not put out, return to the base they occupied at the time of the batted ball.

- ♦ No *REFUNDS* will be issued unless a league is cancelled. If a team is expelled from the league for violating rules/policies after the start of the season the teams will forfeit 100% of their registration fee.

## **PLAYER ELIGIBILITY / TEAM ROSTER**

All players' names, address, birthdates, and signatures are required. A player can only be **on one (1) roster per night of play.** Players must be 18 years or older by the first scheduled league game. All participants play at their risk, The City of Buckeye does not provide participant insurance.

The team roster may not contain less than ten (10) or more than eighteen (18) players. The roster is required at the time of registration. Players may be added and/or deleted from the original roster up to the **first pitch of their sixth scheduled game.** Rosters are frozen at the end of the 3rd week of league play. Changes made to the original roster must be added to the roster before the new player participates in a game, including signature and a copy of their photo ID if required. **\*NOTE up to four(4) players may be added/deleted to the original roster.**

- You can add any Buckeye residents to maintain your residency status.
- You can add a Non-Buckeye resident to maintain your residency status only if you replaced that participant with another Non-Buckeye resident.
- You can add a Non-Buckeye resident to your roster, but if it changes your residency status, you will be charged the non-resident fee. If you choose not to pay the difference your team will not participate in the tournament until the difference is paid. Payment is due at the time of submitting your roster changes.

- A **Picture I.D.** is mandatory to verify proof of player eligibility at the field. If you cannot provide proof of player eligibility and are protested against, the ineligible player and manager will be ejected from the game and not allowed to play the remainder of the day. A second ejection for player eligibility during the season may result in an automatic team suspension for the remainder of the season.

All players will be required to check in with site supervisor and present picture I.D. prior to first league game.

### **ROSTER VERIFICATION**

Managers may request a roster check of a player during a natural break in play prior to the **player's 2nd appearance at bat**. The manager must ask the umpire and get the site supervisor to determine eligibility. Site supervisors may randomly conduct roster checks throughout the season. Site supervisor will conduct a roster check prior the start of each game during the post league tournament.

#### ***POST LEAGUE TOURNAMENT ROSTERS:***

Tournament play is to be played with players on the original roster, including add/drop players. Teams may not pick up players from other teams on this night of play.

### **NUMBER OF PLAYERS TO START GAME**

A team must have a minimum of eight players to start and complete a game. Co-ed must have at least four (4) men and four (4) women, the women must equal or out number the men at all times (see page 8 for co-ed defensive positioning and co-ed batting line-up rules).

### **COMMITMENT LINE**

A commitment line will be drawn on the line between third base and home plate. This line will be twenty feet from home plate. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to scoring. Any throw beating the runner to this line while **controlled** by a defensive player touching home plate will result in that runner being forced out. A runner tagged by defensive team while attempting to score will be ruled safe. If the runner re-crosses the commitment line, returning toward 3rd base, he/she will be declared **OUT**. The commitment line is to eliminate any contact.

### **DUGOUTS AND FIELD OF PLAY**

Children, spectators and/or pets are not allowed on the field of play. Game will be delayed until children, spectators and/or pets have left the field. Only four (4) offensive players and the appropriate base runners are allowed on the field; (1) Batter, (2) On-Deck Batter, (3) 1st Base Coach and (4) 3rd Base Coach. All other offensive players must remain in the dugout, with the gate CLOSED. All bats must remain in the dugout, not on the fence, so they do not to interfere with league play.

- **Manager/Coaches and Players please pick-up after yourselves to help maintain a clean and safe park.**
- **No alcohol in the dugouts or at the park.**
- **No Smoking in the dugouts or on the field of play.**
- **No music in the dugouts, on the field or in the stands.**

## **PITCH COUNT**

All batters will begin each at bat with a 1 ball and 1 strike count with **ONE** to waste.

## **BATS THROWING**

Any player that deliberately throws a bat may be ejected.

**RUN RULE:** All games will be called at the conclusion of:

- **20** runs after 3 innings
- **15** runs after 4 innings
- **10** runs after 5 innings

Complete innings must be played unless the home team scores the run ahead limit while at bat.

## **DOUBLE FIRST BASE**

Runners must use the orange portion of the bag and defensive players must use the white portion (See A.S.A. rule book for exceptions). Due to safety concerns, 1st base double bags will be used at all levels in all divisions for men and co-ed play. There are NO safeties at first (1st) base and third (3rd) base.

## **HOME PLATE LINE**

Our co-ed leagues use a home plate line. The home plate line is an extension of the first base line drawn through home plate. Defensive players must touch the original home plate and offensive runners must cross the home plate line.

Runners touching the original home plate are OUT. A runner tagged by the defensive team while attempting to score will be ruled safe. All defensive plays at home plate are force outs.

## **OFFICIAL GAME TIME**

Umpires keep the official game time. A ten (10) minute grace period will be allowed for your first game and will come out of the 55 min. game time. The game is seven (7) innings in length or 55 minutes; however, an inning in progress at the end of the time limit will be completed. As the team manager, you should ask the Umpire what time he has for the game time and match it with your time. Both teams are responsible for knowing the exact starting game time and it should be noted on the official score sheet. **Post league tournament championship** game will not have a time limit, and play a total of 7 innings. However the run rule will still be in effect.

## **SCOREKEEPING**

The home team is responsible for the official score sheet and score board, unless it is agreed to be kept by the visiting team. All players must be listed on the score sheet (first and last name). It is recommended that the visiting team also keep a second score book to confer with the home team if needed. The official score sheet is to be submitted to the site supervisor at the end of each game. The umpires' scorecard is the official score once submitted at the end of the night.

## **FORFEITS**

Forfeit games will be scored at a 7-0 score. A \$25.00 forfeit fee will be applied to any teams that forfeit a league play without four (4) hour advance notice to the Recreation Supervisor cell phone at **(623) 694-1910**. Forfeit fee is required to be paid in full prior to the teams next scheduled game. Example: Managers are to report a forfeit to the Recreation Supervisor no later than 2pm if your game time is 6pm. A team that forfeits four (4) games during league play may be dropped from the league.

## **GAME CANCELLATIONS/ RAIN OUT PROCEDURES**

Unavoidable game cancellations due to inclement weather, unforeseen maintenance, etc. may be rescheduled/made up at the end of the season if field usage and schedule permits. Decisions on rain-out games can be obtained after 3 p.m. by calling the **Recreation Supervisor at (623) 694-1910**.

## **STANDINGS/POST LEAGUE TOURNAMENT SEEDING**

Current standings at [www.buckeyeaz.gov/sports](http://www.buckeyeaz.gov/sports). If two or more teams are tied in the standings, the following method will determine which team gets the higher standing:

1. Head to head record between the tied teams.
2. Point differential between head to head teams.
3. The sum of all runs scored against by the teams opponents for each game of the entire season.

Any tied team that has forfeited a game, had a player ejected or suspended from a game or did not attend the mandatory managers meeting will automatically take the lower ranking. The higher seeded team will be the home team in tournament play and a coin toss will determine the home team for the championship game.

## **EJECTIONS**

Players ejected from the game must leave the playing area/park immediately. Player and manager may be required to meet with the program staff to discuss the incident. Each incident will be reviewed and a decision on the length of the suspension will be made in a reasonable length of time. If a player is ejected during the tournament play, he/she will be suspended for the remainder of the tournament. Additional action may also be taken per the players' CODE OF CONDUCT.

## **BATTER'S BOX**

The batter is out when an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat.

## **HOME RUN RULE**

Each league division has a limit of three (3) over the fence home runs. After maximum is reached the equalizer (1 up) rule will be in effect. Teams are allowed to hit 1 up on the opposing team. Any additional homerun hits will be ruled an out. When a homerun is hit, the batter only needs to touch 1st base.

## **TIES**

If a game ends in a tie, the final score will stand. Recorded as 1/2 win, 1/2 loss. **TOURNAMENT PLAY:** Tie-Breaker Rule: Starting with the top of the inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five (5) batter is the lead off batter, the number four (4) batter in the batting order will be placed on second base. (A substitute may not be inserted for the runner).

**All Leagues—** Any player arriving late to the game may be added to the bottom of the line-up. Line-ups should be filled out and submitted to the home teams' scorekeeper no less than ten (10) minutes prior to the game. If a player leaves a game due to injury and does not return, his/her spot on the official score sheet can be taken by a bench substitute. If a substitute is not available, the vacant position in the line-up will be counted as an out the first time then all subsequent batters will move up in the line-up. There is no additional penalty. If a player is ejected, that position in the line-up is an automatic out each time it appears throughout the game.

### **COURTESY RUNNER**

Teams may use one (1) courtesy runner per inning per gender (1 male / 1 female). All courtesy runners must be the last out recorded and must be used before the first pitch to the next batter. In the event there are no outs in the first inning, the courtesy runner will be the last person to cross home plate.

### **COED WALK RULE**

On a walk to a male hitter, he is automatically awarded second base. **WITH LESS THAN 2 OUTS the upcoming female hitter must hit.** When there are two (2) outs the female hitter has an option of hitting or taking a walk.

### **PROTESTS**

Six (6) things that can not be protested: balls and strikes, fair and foul, or out and safe.

### **LEAGUE PLAY**

All complaints from a call or decision made by an umpire shall be discussed by the team manager only. Only possible misinterpretations of official rule situations or possible ineligible players will be discussed. Teams may not protest any part of the game once the game has been completed. The manager must call time, then the site supervisor and umpire will confer if necessary. **ALL DECISIONS BY THE SITE SUPERVISOR ARE FINAL!** Team manager has the option of playing the game out under protest. The site supervisor must be made aware of this decision and the score sheet must be marked **before play resumes.** The protest must then be submitted in writing to the Recreation Supervisor by noon the following business day. All protests must be submitted with a \$25.00 fee to be refunded if the protest is upheld. In the event the protest is denied, the \$25.00 fee will be submitted as payment.

*POST LEAGUE TOURNAMENT PROTESTS:* All protests that occur during tournament play must be resolved immediately by the site supervisor and umpire before the play may resume. All decisions are FINAL.

**SOFTBALL SIZE:** Coed Leagues-12 inch and 11 inch / Men's League- 12 inch

**BASE DISTANCE:** All Leagues-65'

**METAL CLEATS:** Metal Cleats are not allowed.

### **BALL RETURN POLICY**

Each game will begin with one new game ball. Home team is responsible for providing back up balls. Teams must return all retrievable balls hit out of play as soon as possible in order to keep the speed of the game intact. If all balls have been hit out of play, the game will be suspended until the balls have been returned to the umpire's control. The game clock will continue to run. The umpire will introduce another game ball, if an out-of-play ball is unable to be retrieved (i.e. unreachable, lost or stolen). No substitute balls may be inserted into play; only City of Buckeye official game balls will be accepted for game play. Home team keeps game balls.

### **PITCHING DISTANCE**

All Leagues-50'. An arc of at LEAST 6' and no more than 12' from the ground. Pitcher must have at least one foot stay in contact with the rubber until the ball leaves the pitcher's hand.

### **CONDUCT**

The site supervisor and umpires have the power to forfeit any game, eject players, coaches or fans WITHOUT WARNING from the game for any conduct deemed unbecoming, threatening or detrimental to the game. **ALL MANAGERS ARE RESPONSIBLE FOR THE BEHAVIOR OF ANY PLAYERS, ASSISTANT MANAGERS, OR FANS IN ATTENDANCE.** The players' *Code of Conduct* is strictly enforced and will govern incidents and occurrences.

### **DEFENSIVE POSITIONS**

Teams must have a minimum of eight (8) players to start and complete a game but no more than (10) in

COED DEFENSIVE POSITIONS: The outfield must consist of (2) males and (2) females, and the infield must consist of (2) males and (2) females. The catcher and pitcher must be opposite sex. In the case of unequal players (fewer men than women), more women may play in the outfield but the infield and pitcher/catcher positions must be equal numbers of males and females. If a coed team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male player and at least one of the three must be a female player. (Women must equal or outnumber the men.)

### **BATTING ORDER / LINE-UP**

Teams must have a minimum of eight (8) players to start and complete a game. Line-ups must be completed and submitted to the home team scorekeeper prior to the game.

**Co-ed:** An official team is composed of 10 players. Teams must start/finish game with a minimum of (4) males and (4) females. Teams have the option of batting up to (9) men and (9) women in the batting order. The line-up will be a **continuous alternating line-up between male/female or female/male.**

### **SUBSTITUTIONS**

All substitutions must be reported to the official scorekeeper in order to acknowledge a player legally entering the game. Any of the starting players may withdraw and re-enter, provided the players occupy the same batting positions. The original player and the substitute cannot be in the line-up at the same time; batting the same inning.